TAITO

MINELVATON SAGA RAGON'S RETURN

INSTRUCTION MANUAL

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TFC-MS5500

Thank you very much for purchasing this Taito product, "Minelvaton Saga: Ragon's Return".

- Before use, please, read the instructions in this manual very carefully and follow them.

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The package includes a complete map of Southern Ofelia

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Use and handling precautions

- Please, turn the power off before removing the cartridge.
- Do not bend the cartridge and do not try to disassemble it.
- Do not touch its metal parts and do not submerge it into liquids.
- Do not leave it near a source of heat and avoid extended play.

Prologue

Long ago, even before the Big Bang, the world of Minelvaton existed beyond space and time...
Minelvaton was created by mighty Gods ages before our universe was born. A real world of the Gods it was. They say all legends of our world were were told in Minelvaton.
However, two of those Gods were mightier than all the rest. The God of Darkness and the God of Light ruled their own realms, being in eternal war with each other.
Their clash raged due to a legend, telling that the one who controls Minelvaton will rule a newly-formed world after a great disaster.
Minelvaton Saga has many stories of brave heroes of the past, but the legend of the Warrior of Light blessed by Khan, the God of Light and Creation, is carved deeply in the hearts of all people.
Southern Ofelia region... People of the kingdom of Palmeccia with its center in Arkasas lived their lives in wealth and abundace. Originally, and abundance. Originally, there were four kingdoms in that land, but Eastern Latonia was ruined by a violent mosnters' raid long ago. The people of Northern Ishkhan and Palmeccua were afraid they would face the same fate when all of a sudden...
An exhausted messenger appeared at the gate of Arkasas. He got off his horse to say that Ramulun, the capital of Ishkhan, was destroyed.
The people could not believe their own ears. Because Charon, the high priest of Ramulun, was there, protecting the kingdom... The messenger

answered everybody's questions:
"Ragon, a Prince of Zuhl, the God of Darkness. He came back to life..."
The people of Arkasas demanded immediate counter-measures. But Ragon's army attacked Arkasas like a stormy cloud.
The High Priests prayed Gula, the God of War, and loyal soldiers took their swords, but ordinary people were no match for a Dark God.
All of them, one by one, fell from an evil sword. There was a remarkably strong demon in the evil army who tore the King severely with his sharp claws. And then he spoke in a sinister voice:
"I am Zairas, the Spear Hand of the Lord Ragon. Arkasas is mine now!"
The King wounded with poisonous claws was carried to the Temple of Gula. There he spoke to his family and loyal priests in a humble voice:
"My Priests, send the young Prince and my beloved wife to Roland through the Time Door... Palmeccia is finished..."
Those were the last words of the Lord adored by his liege. But lamentation was disturbed by a monster's voice, coming from the entrance.
A priest led the four-years old Prince and the Queen to the Time Gate..
But then a shimmering shadow appeared in the center o the hall.
"Ragon!!!" - cried the priest. An enormously strong wind threw the priest and the Prince into the Time Gate. The two crossed space and time and had no other choice but to look for the exit of the shrine they appeared at. Many years have passed since that distant time...

Getting started

You are the Prince of Palmeccia and the only survivor of the Royal Family. The Kingdom Palmeccia is no more. The Prince is now a young lad and the priest, who's been taking care of him, is now on his deathbed. You must save this world, defeat Ragon and restore the royal bloodline.

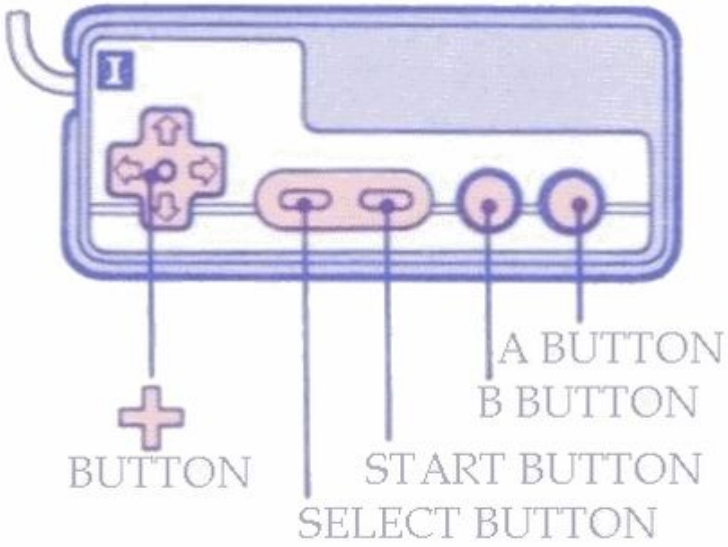
No living man has enough strength to defeat a Prince of Darkness, sou you'll have to seek for power of Khan, the God of Light, as well as other Gods. Who knows, maybe you can become the Warrior of Light sent by Khan himself. But your adventures have just started...

Start and Continue

● When you insert the cartridge and switch the power on, you will see the upper starting screen. Here you can start a new game or continue a previous one by choosing START or CONTINUE with the SELECT and confirming your choice with the START button

● ⇨If you choose to start a new game, you will see the name screen as above. Choose a character with the ✣ and confirm your choice with the A button. If you make a mistake, you can delete a character by pressing the B button. There is a limit of 5 characters for your name..

● ⇨By choosing CONTINUE, you can start your travels from a place where you saved your soul last time. You don't have to memorize lomg passwords, as this game uses the Battery-Backup function. However, you can make only one save file, so keep that in mind. A battery life usually expires in 3-5 years.



● ✣ BUTTON

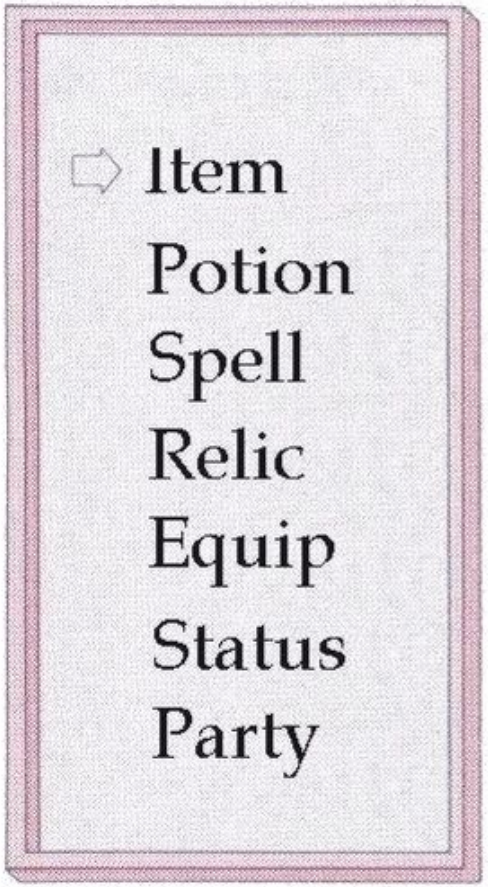
With this button, you can move your main character and his allies right, left, up and down. However, when in the battle mode, you can move only the main character. With this button, you can also select commands in the Command Window.

● A BUTTON

This button opens the Command Window in the Field or Battle Mode. There you choose a command you need and press the A button again to confirm your choice.

● B BUTTON

This button is used to cancel commands. When in the Battle Mode, the B button is used to use an item (fire an Orb).



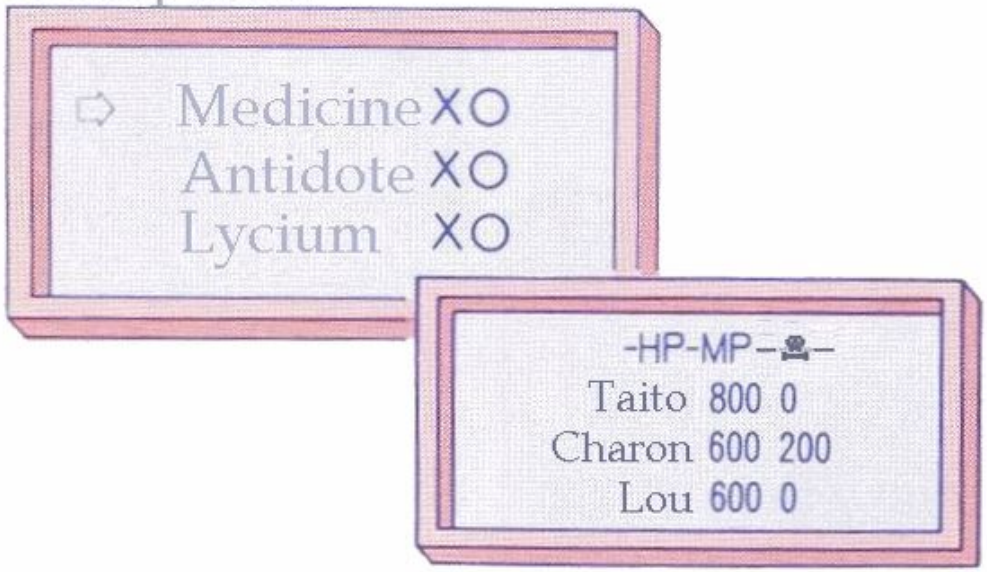
The Command Window is opened with the A button. Choose a command withe the ✣ button and press the A button to confirm your choice. The B button cancels your action.

⇨ITEM

This command opens another window. X0 shows the number of items you have. When you have a locked door ahead, choose the Key item and press the A to open it. See descriptions of the "Prayer Ring" and the "Wind Flute", if you want to know how to use them.

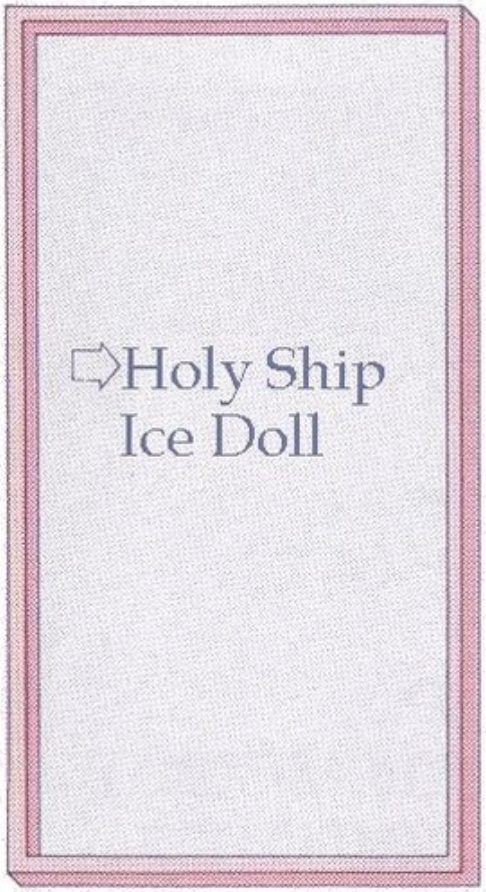
⇨POTION

This opens a new window where x0 shows the number of potions in your possession at the moment. Another window below shows MP, HP and Poison status of your characters. For more information abpout the potions, please, see corresponding item descriptions.



⇨SPELL

Only 3 Spells are available in the Field Mode. You can use them only if you find special Magic Scrolls though. X MP shows the number of MPs for your fellow Mages or Priests. Even if you find a Scroll, but there are no Mages or Priests on your team, you can't use Spells.

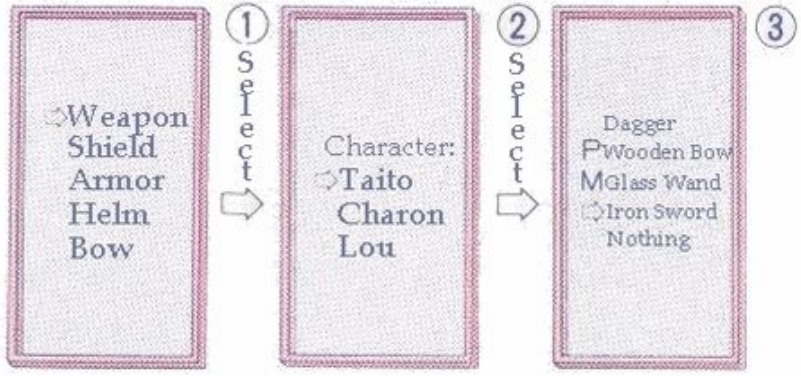


⇨RELIC

This command opens another window. You will find various relics during your travels. Some are used automatically (Holy Ship) and some have to be used on certain conditions (Ice Doll).

⇨EQUIP

This command opens a new window ①, from where you can open another one by pressing the A button②. As you see below③, you can choose Taito then select the Iron Sword in the new window and press the A button one more time to equip it. All equipment commands are finished in this window. Please, keep in mind that the letter "H" in the window③ means the Main Character; the letter "M" means a Priest or a Mage; the letter "P" means a general supporting character. This command is not available in the Battle Mode, so make sure you equip your characters before rushing into battle.



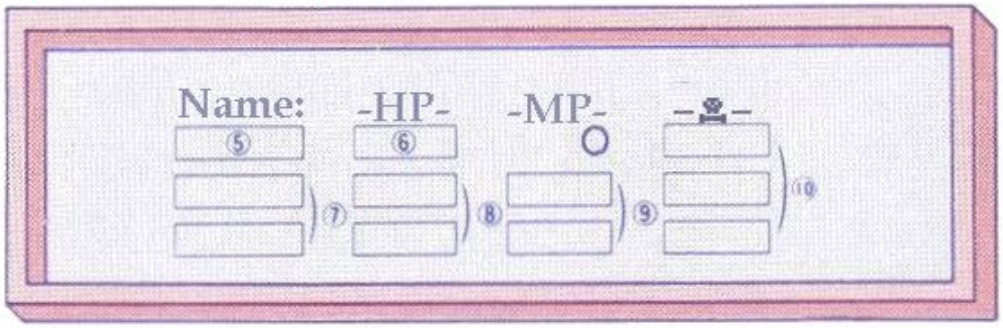
⇨STATUS

This command gives you a look at all characters' status. You can open the next windows with the A button.

WINDOW #1

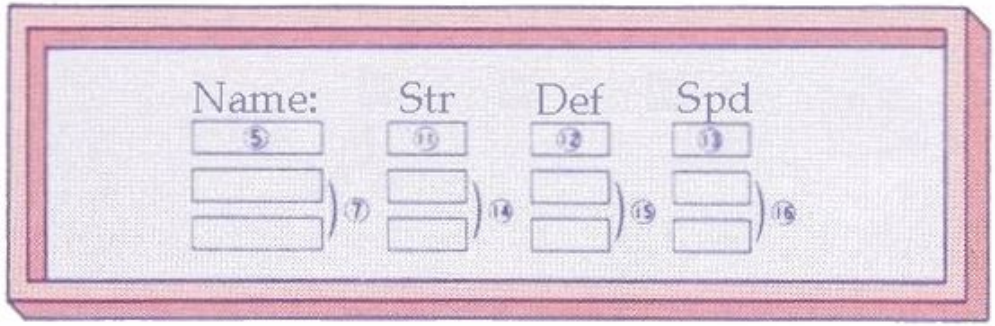
① Name of a place you are in.
② Main character's experience.
③ Main character's Level.
④ Money in possession.

WINDOW #2



⑤ Main Character's name.
⑥ Main Character's HP (Hit Points).
⑦ Supporting Characters' names.
⑧ Supporting Characters' HP.
⑨ Magic Users' MP (Magic Points). Those characters who can't use magic have 0 in this line.
⑩ This line shows the name of a poison a character is inflicted with. If a character is healthy, there is nothing in this line.

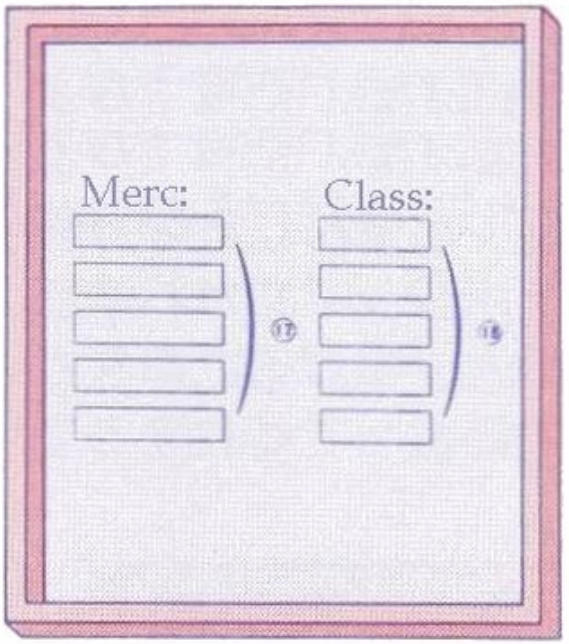
WINDOW #3



⑪ Main Character's offensive power.
⑫ Main Character's defensive power.
⑬ Main Character's speed.
⑭ Supporting Character's offensive power.
⑮ Supporting Character's defensive power.
⑯ Supporting Character's speed.

Note:
The Main Character grows with time, but as for his allies - you can only change their equipment during the game.

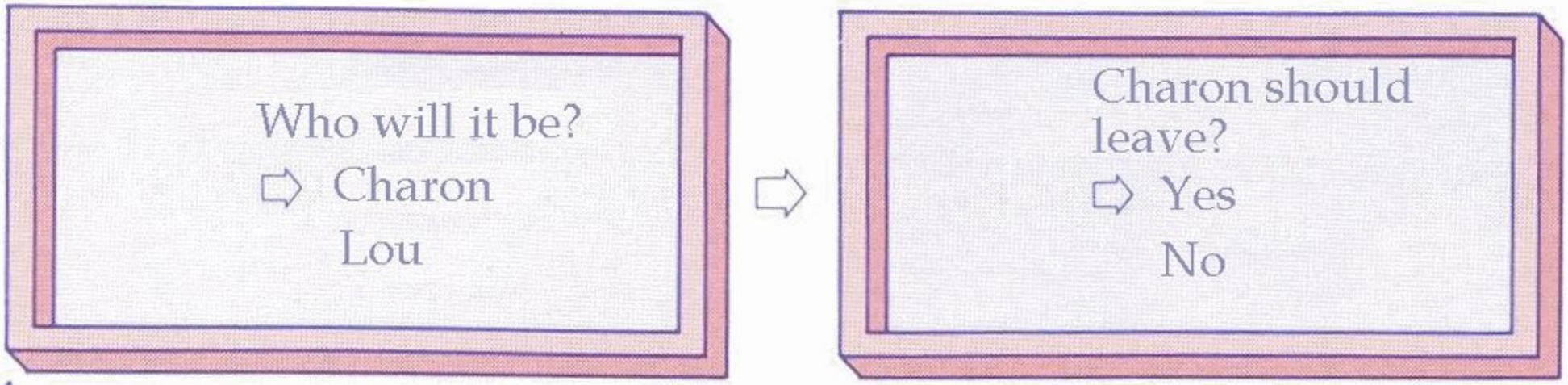
WINDOW #4



⑰ Name of a mercenary in your team.
⑱ Class of a mercenary in your team.

⇨ PARTY

Two people can accompany the Main Character (You) in his travels. However, sometimes it's necessary to split your little squad. Let's use the example below and choose Charon. A new window opens. Here you see two options: "Yes" and "No". Confirm your choice with the A button. Keep in mind, that even if a Supporting Character leaves you. you can always find him/her in the place you met for the first time and recruit him/her again.



Field Auto Mode

TALK

The Conversation Window opens automatically whenever you meet a person in a town or a castle. During a long conversation you will see the arrow in the bottom of the window. Press the A button to continue.

PICK

You can find treasure chests in dungeons and towers. If you hit them with the main character, you will see a window, showing what you have found.

LOOK

There are several "Stone Monuments" in the land of Southern Ofelia. Hit them with the Main Character to see what is engraved on them. The same refers to books and scrolls found inside treasure chests. Hit those chests to read the messages they hide.

Battle Menu

※ In this game, an enemy type depends on the terrain. When you hit a random enemy on the world map, the game will switch to the Battle Mode.

Main Character's Level

Orb in Use

Spell in Use

Enemy's Name

Enemy's HP

Main Character

Supporting Character

Enemy's portrait

Current Status

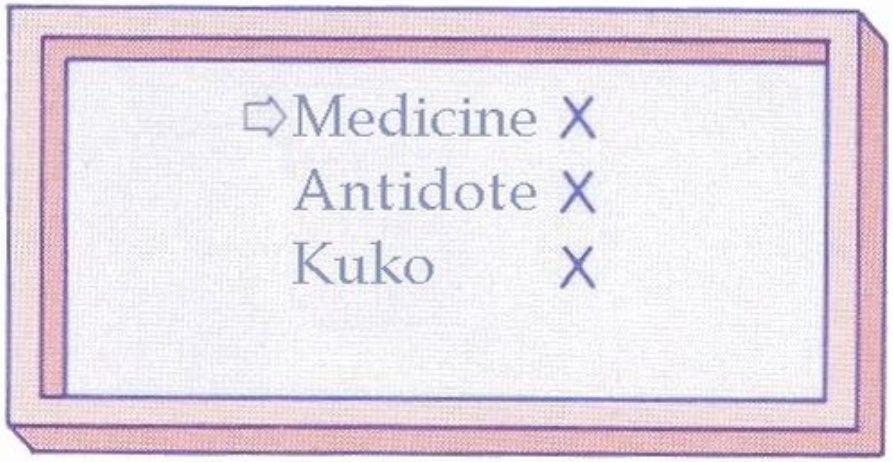
●World Map Battle Mode

On the world map, you will face random encounters. So, be sure to prepare properly before wandering into a dungeon.
When in the Battle Mode, use the ✣button to move the main character and the B button to shoot the Orb you have selected.

- You may enter the Battle Mode in dungeons, towers and temples.
- If you meet an enemy, you will switch to the Battle Mode like on the picture to the left.
- When in the Battle Mode, press the A button to open the window like the one to the right and pause a battle. This window can be opened in any battle.

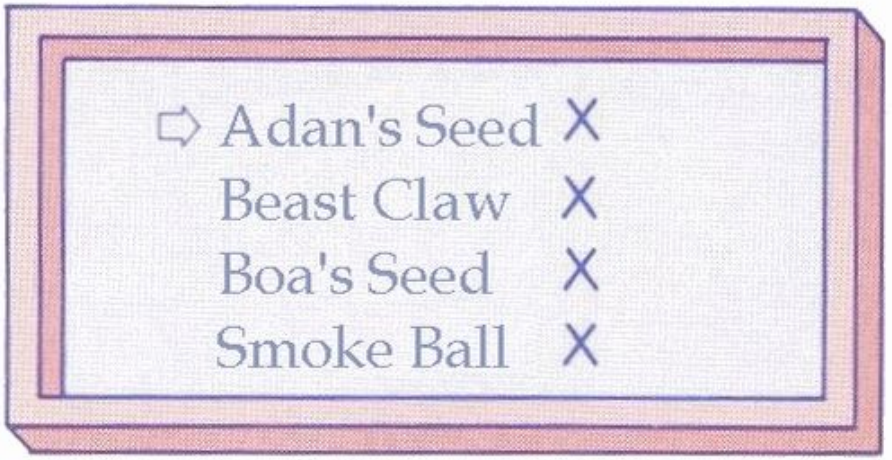
⇨POTION

● "Medicine" restores everybody's HP, "Antidote" cures everybody's Poison status and Kuko restores MPs of mages and priests. You should not go for a travel without these healing items.



⇨ORB

● The maximum number for items in this game equals 99. However, if you buy them all in a store, it can be pretty much expensive. So, keep that in mind, while using them.



⇨SPELL

● There are 5 types of Battle Magic. Mages can use various magic scrolls. "Bolt" is the only battle spell that can be found by the main character. However, Spells consume MPs, so be careful with using high-level magic. Since the main character can't use Spells, you will have to find a magic user for your team. Sometimes you have to select the line "Nothing" on your Spell List to spare some MPs.

⇨RELIC

● The "Defense Charm" is the only relic that can be used during a battle. By using it you can unleash terrible offensive power.

⇨TALK

● This command allows talking to your opponents. An enemy will most likely want to say something in return. A real hero should listen to his enemy's words before finishing a battle. Sometimes you can get a very unexpected answer.

⇨RETREAT

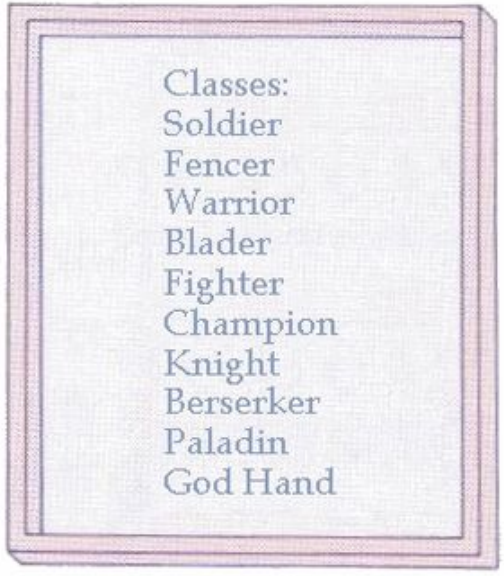
● This command is used to escape from a tough battle. So, you should use it when you want to switch to the Field Mode from the Battle Mode. Unlike your enemies, you can always retreat from a battle. However, to advance forward inside a dungeon you will have to show your courage and eliminate specific enemies.

⇨MERC

● You can have 5 mercenaries at the same time, but only three of them can take part in a battle together. So, you should choose 1-3 mercenaries for your battle squad. Your mercs will fight automatically. You just sit back and enjoy a thrilling battle. By pressing the A button you will call your main team back into battle.

Mercenaries

You may hire a mercenary at the Mercenary Guild. They are professional warriors, fighting instead of your main team in the Battle Mode. By paying for their service, you can hire up to 5 mercenaries at the same time and call them through the "Merc" command. Of course, they suffer damage and can be poisoned as they are living beings, but you don't have to worry about them unless they die in action. If they survive a battle, their HP and status will be restored in the next one. They are real professionals of their business. If your mercenary is dead, you can hire another one, but you'd better avoid unnecessary losses as they may earn experience points and you can raise their class later. You can hire weak or strong mercenaries at the Guild - it all depends on the money you pay. But even if you hire a low-level merc, you can turn him into a strong minion later. However, in order to let you mercenaries earn experience points, you'll have to let them fight. Keep in mind that when your mercs earn their experience, the main character does not. So, be sure that both your mercenaries and the main character earn their experience points.



You can raise the class of your mercs, moving from the top to the bottom of the list above. So, check their class from time to time.

Status Screen

(1) Experience

Experience is the basis of all Main Character's abilities and skills. By increasing his experience, you will also raise his HP, Strength, Defense and Speed. But keep in mind that you need a Level Up for that.

(2) Level

In this game, only the main characters and mercenaries may raise their Level. You can't do that for your Main Supporting Characters. The same refers to their Level.

(3) HP

This paramater shows the Main Character's Physical Power. If this parameter reaches 0 due to an enemy's attack, the main character dies.

(4) Strength

This is the main character's Offensive Power. It can be increased with a powerful weapon.

(5) Defense

This is the Main Character's Defensive Power. It is a very important parameter as it directly relates to Damage inflicted by your enemies.

(6) Speed

This is the Main Character's Agility. The higher it is, the easier you can evade an enemy's attack.

(7) Poison (–☠–)

This sign will appear, if you get infected with an enemy's poison. Even if you leave the Battle Mode, you will still lose HP. So, this is the sign you have to take care of.

(8) Money

This word says everything. Go shopping already!

(9) MP

These points are available for Priests, Mages and other Magic Users.
MP number decreases when they use various spells.

Terrain

Castle

Temple

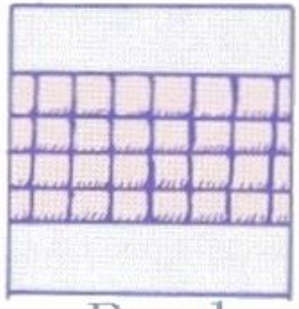
●Castle/Temple

These places have been infested with evil monsters since the Dark Raid.

Town

●Town/Village

Here you can handle various items.



Road

Grassland

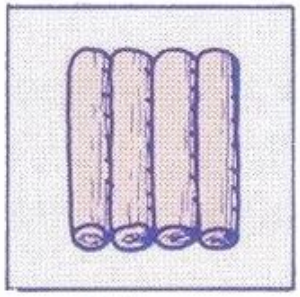
Forest

Desert

Wasteland

●Road/Grassland/Forest/Desert/Wasteland

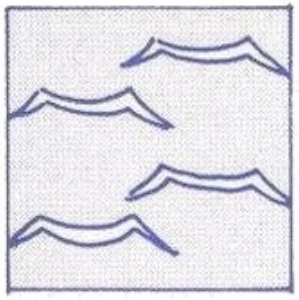
These are usual terrains for walking around, you just don't forget that monsters will be walking here as well.



Pier

●Pier

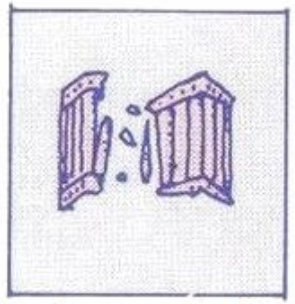
Here you can board and leave your ship.



Sea

● Sea

This terrain is crossed with a ship, but don't forget about monsters swimming around.



Bridge Broken Bridge

●Bridge/Broken Bridge

You will need a special item to cross a broken bridge. You can't sail along the waterways blocked with bridges or broken bridges.

Spring

Minstrels sing that tears of Fau, the Goddess of Beauty, fell down to the withering world, turning into healing springs. A place of refreshment for a wandering hero.

Underground Lake

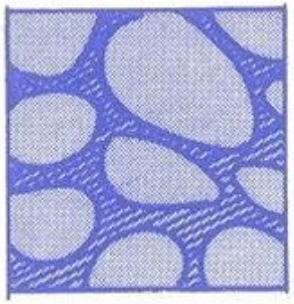
You can't enter or fall into this large ponds.

Lava River

This burning substance is often called "The Blood of Ragon", the God of Destruction. There are some places underground where there flow real lava rivers. It's possible to walk on lava, if you have a special item.

Time Gate

These gates may lead to any place in Minelvaton. Of course, these holy ways made by ancient Gods are closed for ordinary people. You have to find out how to open them on your own.



Wetlands

Wetland

This boggy terrain can't be passed with a ship.

Mountain ranges

●Mountain Range

This terrain is impassable.

● Quicksand

They say quicksands were created by Gal, the God of Earth and Marn, the God of Time, to make people's travels faster.

Stone Monument

●Stone Monument

Wandering minstrels sing of strange stone monuments engraved with ancient letters.

Cave

Shrine

Tower

●Cave/Shrine/Tower

You can easily enter, if you have enough courage.

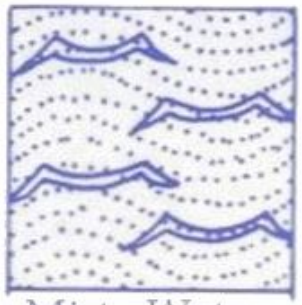
●Stairs

These are used to get to the upper or a lower floor.

Door

●Door

Various keys are used to open various doors, but some of them can't be opened with any key.



Misty Waters

Misty Waters

The ancient gods tried to protect this world from evil, as well as outer worlds from its influence. Thus, they created misty waters as barriers from any intrusion. These barriers can't be passed in any known way.

Shops

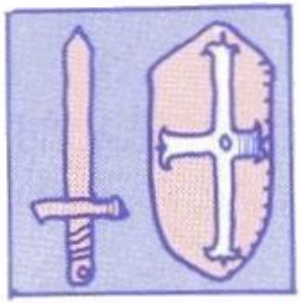
There are many various shops and stores in towns and villages. Of course, items sold at different shops are different and there are even some stores without a sign in front of them.

Inn

● Inn

You can restore your HPs and MPs, if you stay a night here. Moreover, you can hear stories of other visitors.

Weapon Shop



● Weapon Shop

Here you can buy new weapons and armor or sell the odler ones. Use the ✣ button to choose a command and the A button to confirm your choice. You can see prices for items on your right, so think carefully before completing a transaction.

Item Shop

●Item Shop

Here you can buy various potions and attacking items (Orbs).

Magic Guild

●Magic Guild

Here you can save your soul (Save the game) or revive your dead friends. If you save your soul at a Magic Guild, you can always return here with a special item or a special spell.

Fortuneteller's

●Fortuneteller's

Here you can hear your fortune for money. The information you hear here may be very important, so use this service as often as possible.

Bar

● Bar

This is a place where you can gather some gossips and listen to various visitors.

Weapons and Armor

You can buy various weapons and armor at a shop or find in the field. It wouldn't be possible to decsribe all of them in this Manual, but all of them are defined by their classes.

Sword

- **Sword**

This can be used by the Main Character only.

Wand

- **Wand**

This is a weapon for Priests and Mages.

Bow

- Bow

This is a weapon for a general Supporting Character.

Armor

- Armor

An armor type depends on a type of a character who wears it.

Shield

- Shield

This type of equipment is used by both Supporting and the Main Character.

Helm

- Helm

A helm type depends on a type of a character who wears it.

Spells

In this legend, there are many entries from the ancient "Leon's Saga", telling about adventures of Sir Leon and his loyal comrade, the High Priest Novan. He was the one who passed his records on magic taught by the Gods to future generations.

Beware though, as no one but Priests and Mages can use magic spells.

Usable spells depend on a Magic-User and some of them can only be cast, if you find special magic scrolls.

If you travel alone or you're low on MP, use special items to restore your magical powers.

FLY Field Spell

During one of his travels across the vast world Sir Leon was chased by dark forces without a single potion on hand until his strength finally left him. At that time, Novan prayed Guinn, the Goddess of Creation. She taught him a new spell that allowed Sir Leon to ecsape his demise and that spell was handed down from generation to generation. This spell returns a caster to the place where his or her soul lies saved. However, keep in mind that it can be used only on a solid ground. It's totally useless at sea.

STEP Field Spell

Once upon a time, Sir Leon, the Warrior of Light, got lost inside the Gorgon's Maze. This helped him out back then. Novan acquired this powerful spell from the God of Earth Gal. It allowed Leon to escape from the underground dungeon to the plain ground. This spell is used to return from towers, caves and other dungeons to the overworld.

THRU Field Spell

After Leon's travels were over and peace in this land was restored, Novan went on a journey to hide Leon's equipment guided by Manus, the God of Wisdom. So, he hid all pieces of equipment in different places and covered them with a door sealed with a special magic spell. Those doors look like solid walls for a mere eye. This spell allows its caster to pass through a door like that, if he or she ever discovers them.

STOP Battle Spell

As the Saga says, Leon's forte lied in teamwork. When an enemy was met, Novan casted a special spell acquired from Marn, the God of Time. It sealed an enemy's movement and any battle could become a piece of pie with it. This spell temporarily paralizes your foes, but usually they don't survive till the moment they can move again.

FLARE Single-Target Battle Spell

This spell is famous as the first spell ever created by Novan. Now many Priests and Mages learn this spell in the beginning of their studies. As it was acquired from Thor, the God of the Sea, this spell draws its energy from the sea itself, shooting an enemy with a light energy ball.

ZAN Single-Target Battle Spell

The Dark Forces must be defeated by all means necessary. Many times, Leon and his comrades fell into enemies' ambushes, so sooner or later he got tired of that. This time, Novan called Quasaris, the God of the Stars. This spell send a shooting star onto an enemy's head from the sky. Later it was turned into a fireball casted at an enemy.

FLARE+ Multi-Target Battle Spell
ZAN+ Multi-Target Battle Spell

Originally, Flare and Zan were created by the Gods at the time when they did not want to fight. So, soon Magic-Users were in dire need of stronger magic to be used against much more powerful enemies. Novan prayed Gula, the God of War, asking for his divine support. Both spells were powered up, so a user could cast it on all his or her enemies at the same time.

BOLT Multi-Target Battle Spell

The further Leon and his comrades went, the harder their battles became. Having noticed, that new foes demand much more energy to finish, Novan designed a brand new spell. He called Gula, the God of War, once again to get a lightning bolt from him. This spell is fairly strong.

TYPH ?

They say Novan put all his magic power into this spell, making it stronger than even the "Bolt". Origin of this spell is engulfed by mystery and nobody knows where you can learn it.

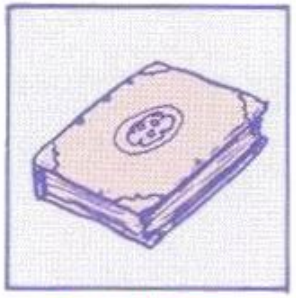
Items

●Holy Ship

You can sail the seas with this ship, but you'll have to try hard to get it!

●Protect Charm

This item can be obtained from a certain priest. They say those, who can use it, inflict a terrible shock on their enemies. However, it can be used only once, so you'll have to go and get another one from the priest when it disappears.



●Seal Tome

This item is used to open certain stone doors. Just remember that stone walls are removed with the "Thru" spell.

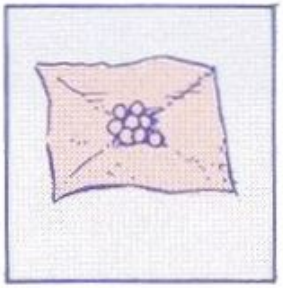
●Ice Doll

This small ice image was crafted with magic, so it never melts. If you use this, there appears a little dwarf and builds an ice bridge in a blink of an eye. That bridge disappears once you've passed it though. You will understand where to use it on your own.

●Legendary Folio I-II-III

An ancient manuscript in three volumes, telling the story of Sir Leon who fought against the Dark Forces.

Everybody knows the High Priest Novan who supported Sir Leon during his adventures. But no one should forget about the Great Sage Valcaesar who always followed him like a shadow. Valcaesar was the founder of modern medicine, he wrote the "Alchemic Compendium" and tried to spread his techniques among other people. He was the one who developed the items you can buy at any shop nowadays.



MEDICINE

A heart of the toughest forest animal called "Cabazooka", charcoal from the Adan's Tree beat into fine powder and then mixed with the holy water of the Goddess Guinn gives us the best healing substance in the world of Minelvaton. You can restore your HP by drinking this.

ANTIDOTE

In Ofelia, there lives a peculiar poisonous spider called "Paradomei". Take a thread of its web, dissolve it in a drop of water distilled in a leaf of the Adan Tree to make a jelly with antitoxic characteristics. A single portion of the Antidote may

cure "Do" level poisoning while higher levels are more severe and require more than one. The name of a poison shows the level of its severeness. At former times, production of this potion was too dangerous, but now "Paradomei" spiders are bred in captivity, which makes mass production of Antidotes possible.

KUKO

The water of life collected from the lake under the Ice Palace and cleansed at the altar of Khan, the God of Light, for 79 days under the morning sun obtains a very unique feature of restoring MPs. This potion was named after Kuko, Valcaesar's daughter.

WIND FLUTE

A flute made of a fossilized Threat's Bone. When you play it, the space itself flickers with the sound of the wind, returning you to the place where you saved your soul last time. Keep in mind that once you've blown it, it breaks into pieces. You must also remember that it's weak against moisture, so you can't use this Flute at dungeons and at sea. Nowadays, priests can earn some extra money by producing these flutes and selling them at stores.

PRAYER RING

There lives a gigantic shellfish called "Polair" in the Misty Waters. Once a year it goes for a shore to lay its eggs and dies there, while praying for their safety. Its shell is then polished, sharpened and used for making rings. When using this ring, you can return to the outer world from towers, caves and other dungeons. Shrine maidens make these nowadays, while singing the last "Polair's Lullaby". You can find this item at any shop.

ADAN'S SEED

They say the "Adan Tree" also known as the Tree of the Gods was the first tree ever created in this world. It carries great power inside and especially its fruit dried in the sun for 55 days. Thus, you can obtain a special gunpowder known as the "Powder of Valcaesar". It can be used as a real hand grenade.

BIRD CLAW

They say "Threat" also known as the "Flame Bird" was the first bird ever created by the Gods. During the battle with the Dark Forces it became extinct and now people can only find its fossils. However, you can restore its claw by taking its fossilized form to the Guild and chanting 3 prayers over it. This item is a powerful fire projectile in a battle.

BOA'S SEED

After Sir Leon's visit to the Gods, he brought home the "Boa Tree". This tree bears a strong and wicked power inside. Its seed also emanates wicked power. Valcaesar managed to combine it with his powder, making a "Boa's Seed" in the end. However, this tree grows only in Southern Ofelia, so prices for these seeds at shops are rather high.

SMOKE BALL

Many brave heroes perished in the war with the God of Darkness and after specific rituals their souls would find their places in the heavens. However, there were also those souls that were not able to leave the world of living, wandering around as a smoke fume full of deep regret. Those souls may be confined in a glass orb. Those orbs known as the "Smoke Balls" can be used in battles, inflicting great damage on your opponents. However, the aforementioned technique of confining warriors'

souls in an orb is not so widely known in Southern Ofelia.

●Bone Head

It could be just a dead skull, but it can attack with strong ultrasonic waves from its mouth.

●Iron Fist

This is a muscled monster with metal fists. Weak equipment is easily crushed with its powerful punches.

●Death Eye

This monster can split its body parts, attacking with them as if they were weapons. They say those who look into its eyeballs will never come back home alive.

Garuden

These monsters were created for one single purpose: to protect the Temple of Ragon.

Pixel

This undead knight is possessed by an evil spirit, so even when his body is dead, he keeps on fighting.

Freiya

This monster looks like a pale fireball from the first sight, but don't get too close, as you will see its face and a spell casted on you.

● Ice Knight

This frozen warrior dwells at the Ice Palace. It has a cold heart, so it attacks without any remorse.

● Mortar

This three-headed snake may move quite slowly, but it is very persistent with its attacks, so you should not fight it unprepared.

● Scorpion

This monster can be met in the Aslan desert. If you catch a single attack of its long tail, you will be infected with deadly poison.

Sandman

Mind your step when you enter a desert. The Sandman can deceive anyone by changing its form into sand and lying low.

Sand Worm

These creatures wait for occasional travelers in ambush, hiding their bodies under sand and sticking a single feeler outside. Once somebody touches the feeler, its owner opens its mouth and jumps out.

Big Mouth

This is a common desert cleaner. Its greedy mouth is quite slow, but extremely strong jaws may compensate any weakness.

Rock

A weird restless rock. As strange as it is, this enemy possesses some magic power, so beware of its spells.

Rockman

As you may have already guessed from its name, this monster is made of rocks. Its defensive and offensive abilities are very strong. However, it's rather slow, so you can easily hit it from behind.

Griffin

This unique monster has a body of a lion and a bust of a bird. Its extremely high offensive power makes it a very cruel opponent. Generally speaking, it's a terrible enemy of yours.

FOREST

Cyclops

Not a single person has ever been able to survive a morbid look of this one-eyed demon. You should also take care of its enormous battle club.

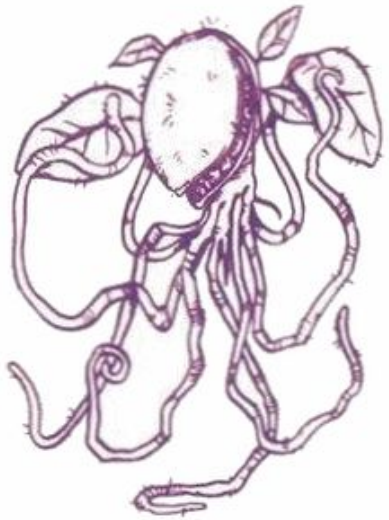
Golem

This earth demon may look like a common monster without a single weapon, but its physical power is worth ten adult men. Be extremely careful of its huge and strong fists.

Mad Dog

Its thorny collar is a very strong weapon. Once a common dog, the wilderness took over this beast, turning it into a brutal monster.

GRASSLAND



●Triffid

With its extremely active digestive juice, this plant can eat anything. It usually hides among trees and bushes in a forest, so it's very difficult to notice.

●Eye Worm

This creature mainly appears on the grasslands. Do not let its looks deceive you. You should be well prepared even for an enemy like this.

●Death Mask

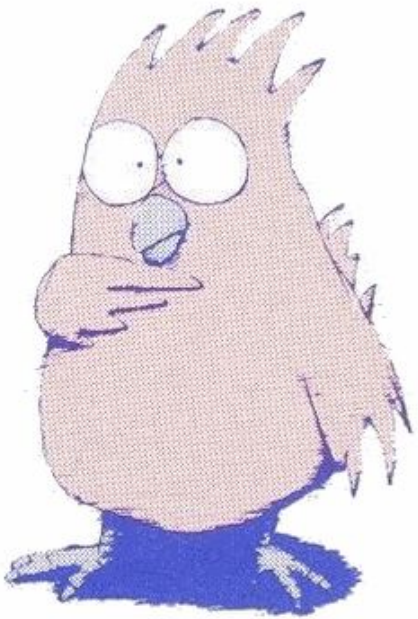
The pattern on the back of this monster gives reasons for its name. You should be very quiet and patient to find a Death Mask.

Irga Rune

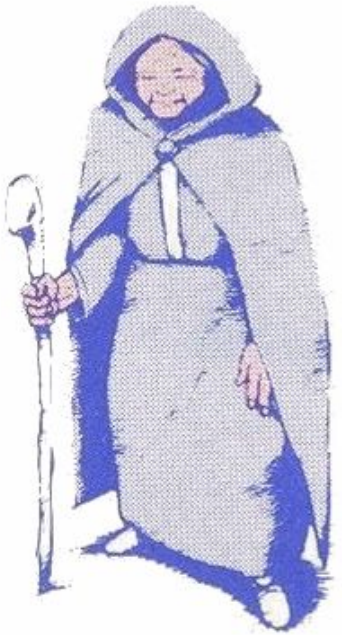
You can take this monster for a little child, but its attacks are deadly. Be careful as they usually tend to attack in groups.

SUPPORTING CHARACTERS

MERCHANT



MOM



OLD WOMAN

PRIEST

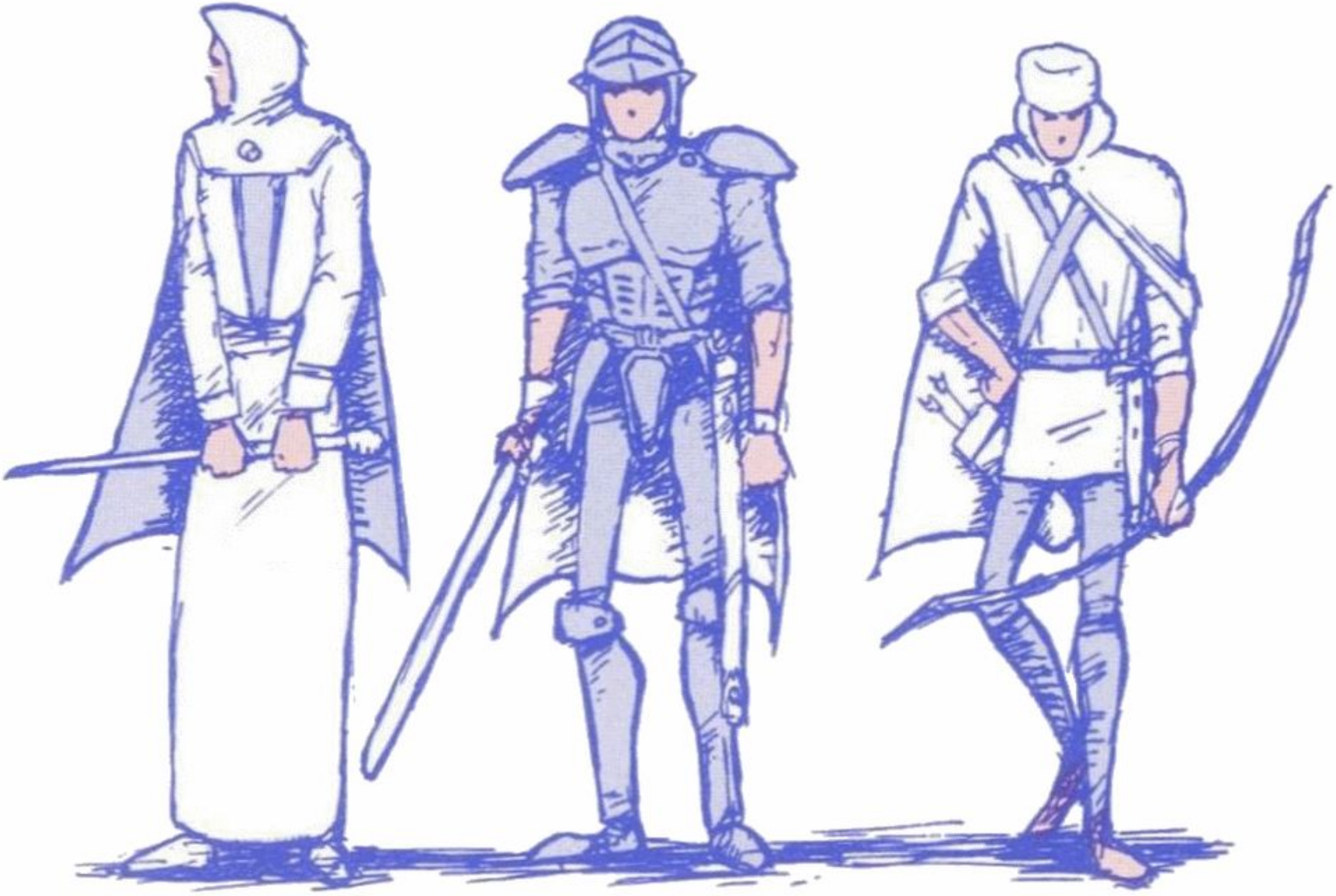
MAGE

MAIDEN

TRAVELER

MINSTREL

MAIN CHARACTER



Hints

(1) The Map

The map you have in your package is not just a mere bonus. This map is genuine article that can make your travels much easier. Keep in mind though that you still have to confirm your current location as not all towns and temples are indicated on the map.

If you don't want to get this beautiful map dirty, make a copy of it at the closest convenience store.

All the roads were constructed by men, so it's rather obvious that all of them have their ends. Keep in mind that monsters can't attack you while you're on a road, so better consult the map from time to time.

Some places can be only reached by ship. You should remember that piers are not indicated on the map. However, deep waters are too much even for a ship. You must also know that it's impossible to drop the anchor at any shore you like as it's often full of dangerous rocks. But this is not a common ship you've got. Created by the Gods, invincible to enemies' attacks... This ship has also a secret feature to become so small that you can easily hide it in your pocket. Even if you go ashore at one pier and want to sail from another one, this ship will always be with you whenever you sail for another voyage..

Be sure to compare a terrain around you with the map, if you get lost! You will know your location.

This game provides you with high level of freedom since the beginning. However, you should save your soul as often as possible. If you die during your adventures, you can use the "Continue" function, but keep in mind that in this case you will return with the half of the money which were previously in your possession.

Due to capacity of the BB-Chip your adventures will run very smoothly.

(2) Conversations

You should certainly take notes when you hear some important conversations. This game has a very deep world. You will have to solve many riddles on your way. Sometimes, asking people around could be close to critical.

That refers to all townspeople. If you go for a very distant place, it does not mean you can hear some rumors there. In this case, travelers would be the best sources of information. Sooner or later gossips will cover any distance, won't they?

So, do not rush and talk to the locals. Don't be afraid to talk to the same people at different stages of your adventures as their lines in the end may differ from those you saw in the beginning.

If you manage to find some intel on a location, you'd better consult the map before going there. Thus, you can learn something totally new.

Have you missed something? In this case, you should return to a previous location and ask some other people once again.

But if you are sure you know something important, do not hesitate and get down to business. If you are afraid of risk and adventures, you will never become the Warrior of Light. Especially if you want to enjoy the main story for the first time. Anyway, townspeople are always ready to provide you with the most important information you may need.

You can't talk to your allies, but even enemies will be willing to tell you something. If you want to hear their words, select the "Talk" command in the Battle Mode. Even your foes may have high intelligence sometimes. So, as you see, talking is a very important thing.

(3) I'm totally lost! Where should I go next?!

If you are ever lost in this game, you should go and pay some money at the Fortuneteller's. There you will learn what you need to know.

The items like the "Prayer Ring" and the "Wind Flute", as well as the "Step" and the "Fly" spell will let you return to a place where you saved your soul last time. By combining them, you will make your travels easy and comfortable. Think a "Prayer Ring" or a "Wind Flute" could be a saving hand in a deep dungeon? Sure, but you have to fetch some of them as they are one-use items.

You should also have a stock of Keys, as sometimes you will have to face many doors underground. There are also some special doors that can be opened only with a special Spell, Relic or Key. So, you don't have to worry about some special doors, even if you can't unlock them with an ordinary Key.

Only a kind and strong hero can save Southern Ofelia from Ragon's wrath. So, you'll have to combine them both!

(4) And the last things...

In this game, you play the role of the young Prince of Palmeccia. You could have probably guessed it from its genre - "Role Playing Game". You will write new lines and chapters of a new story for people of Southern Ofelia. That story will be known as the "Minelvaton Saga".

Solving riddles on your way, you will move closer and closer to Ragon. You will have to find new allies and master new abilities to win the final battle.

Well, my Lord! It's time to start your journey in Southern Ofelia, the land of your birth and adolscence!

Final Remarks

If you want to join the "Taito Famicom Fan Newsletter"...

2-5-3 Hirakawacho, Chiyoda-ku, Tokyo-to 102

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※ Please, do not forget to indicate your name, address and telephone number.

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Please, keep in mind that we can't answer questions, dealing with contents of an RPG game in any place but Information Board.

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This Software will materially perform in normal conditions for a period of three (3) months from the date of purchase. If a breakdown occurs under the aforementioned conditions, Taito Corp. will repair a defective Software in accordance with the written warranty.
In that case, please, send a defective Software to a Taito Service Center with evidence of your Purchase attached (breakdown conditions and the cover back of this manual with data of Your purchase).
Please, make sure, your written warranty page (the cover back) contains all necessary information like the name of a shop and purchase date.
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Taito Corp.

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- A customer shall bear all postage and other expenses.

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C. Improper modifcation, maintenance or abnormal voltage.
D. Other accidents not covered by this paragraph.
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